

been in this situation knows it can be difficult. However, with a personalization of the top box display presentation, the process of finding one's spouse can be simplified. In particular, the plan would be to look for the machine with, e.g., the hounds-tooth pattern displayed on the gaming machine, or playing "their song".

[0024] In the instant invention, the player may choose one of a plurality of personalized presentations that in no way alter the game or interfere with any regulatory of compliance matters. In a preferred environment, an on-screen replica of a computer keyboard could allow almost any type of input but specific offensive phrases, etc. could be controlled within logic. In a simple version, a few choices of say different colors or a showing of the player's name from a tracking card could be inexpensively added to the top box for all to see. Thus the gaming machine personal presentation might show or say, "Mona's machine! Just watch me win the jackpot!" Alternately, the color-scheme of the top and base boxes (accomplished, e.g., via multi-color LED displays) may be selected by the player to conform to the player's alma mater, favorite hockey team, etc. In this fashion, too, other customers who recognize a game's particular appearance will know who is playing the game, even at a distance.

[0025] Clearly, many other themes and manners of signage and/or audio presentation are possible, as will be apparent to players and skilled artisans. The salient features required are a personalization of the currently played gaming machine, and controls for the player to modify this currently selected presentation. The presentation may even relate to the theme of a selected game shown on the player's screen and/or the top box.

[0026] Too, the monetary value and/or difficulty of the game may also be presented thus saying to those about the machine look how smart or fortunate the player happens to be.

[0027] It is an advantage of the present invention that the player may make personal or preferential changes to the appearance of the gaming machine.

[0028] It is a further advantage of the present invention that the improvement described herein has almost no learning curve yet still affords considerable player empowerment and preference in the appearance of the gaming machine being played.

[0029] It is a further advantage that the customization afforded to the player of the slot machine is a conversation piece and attract mode to passersby, even those viewing the machine at a considerable distance.

[0030] As a preferred embodiment, the player is offered the choice of a plurality of top box presentations from which to pre-select before or during the play of the game. As with so many computer devices and their operation, it is expected that the variety of player choice will, if popular, expand at a rate similar to that which computer power has grown. The player will be afforded almost limitless choices for base and/or top box presentations, for example via a touch screen.

[0031] The play may include depicting to the player, before play of the base game or upon insertion of a player's card or a bill into the bill acceptor, information about currently selected personal preferences for presentation on

the top box. In a preferred embodiment, there is the step of allowing the player to pre-select one of the plurality of presentations for personalizing the gaming machine before or during the play of the casino game. In practice, it is desirable to have this option available to the player also while the game is idle, or in between games. This is so that a new player may immediately be able to select his/her desired personal preferences and then initiate play.

[0032] An advantage of this disclosure involves the step of coupling the play of the game or theme to the selected preference so that the playing of the game may be shown to the player as well as other players. The draw of other players into what one player has displayed is of commercial and psychological value in that it validates the original player's selection and also stimulates more play of like gaming machines. Camaraderie ensues and the group's interaction follows, which enhances play for the casino and validation for the player. Communication about the play via top box messages about the gaming machine turns an essentially solitary endeavor into a social and therefore more enjoyable pastime. In addition to communication with other players, the messaging may be for casino personnel to ask for help, change, or a cocktail or beverage. The controls accessible to the player may be as simple as a few switches keyed to choices, something like a hand computer pad and stylus on the touch screen or keyboard input. The interactive features of this disclosure can extend beyond the top box and player's screen. The player's connection or feeling of ownership can be enhanced by allowing player selection of a vibrating chair to massage the player. In the IGT Lucy slot machine chocolate fragrance is built into the gaming machine by the manufacture. That, aroma therapy is no selectable of by player preference used to relax and continue the player's enjoyable experience. The gaming machine can be equipped to provide those and other similar interactive preferred activities as well as change of the display.

BRIEF DESCRIPTION OF THE DRAWING

[0033] FIG. 1 is perspective view of a video slot machine for a casino game of chance having the player selectable preferences for practice of the method.

[0034] FIG. 2 a flow diagram of preferred methods of play wherein preferences may be selected.

DETAILED DESCRIPTION OF THE INVENTION

[0035] While the examples illustrating the play and different options for the casino games are explained herein, skilled artisans will appreciate that many variations of the execution of selection and presentation of personal preferences will be possible. The specific examples presented should not be considered limiting and the particular casino game equipment shown in FIG. 1 is merely for illustration of but one example of form including a video slot machine for a base game and possibly a bonus game played on the same touch screen. U.S. Pat. No. 6,210,279 incorporated herein by reference has a touch screen directly applied, e.g. bonded, to the CRT screen exposed surface so a limited number of push-button actuators control play and select one of several games that can be played on the machine. In '279 the player of the game of the video slot machine can use the touch screen or push buttons to change the playable game